

IN THE CLAIMS

Please amend the claims as follows:

1. - 9. (Canceled)

10. (Currently Amended) A method of conducting a wagering game, comprising:
storing an audio file associated with the wagering game in a memory structure, the audio file including a first data structure that defines a marker and a second data structure that defines an audio sequence;

reading the first data structure; and

playing the audio [[file]] sequence from the second data structure, including playing the sequence and initiating a wagering game-related event in response to detecting a position in the audio sequence corresponding to the marker, the event being pre-associated with the marker.

11. (Original) The method of claim 10, wherein the memory structure includes an association table having the marker and the event associated with the marker, and further including referring to the association table to identify the event to be initiated in response to detecting the marker.

12. (Previously Presented) The method of claim 10, wherein the event is selected from a group consisting of playback of another audio file, presentation of a bitmap (.BMP) file, playback of an animation file, and activation of a mechanical feature.

13. (Original) The method of claim 10, wherein the event includes an animation sequence involving movements of a character's mouth.

14. (Original) The method of claim 10, wherein the audio file is formatted as a wave (.wav) file, the marker being an audio cue point embedded within the wave file.

15. (Previously Presented) A method of conducting a wagering game, comprising:
storing an audio file associated with the wagering game in a memory structure, the audio file including a first data structure that defines a plurality of markers and a second data structure that defines a plurality of audio sequences ~~interlaced between the markers sequences~~; and
playing the audio ~~[[file]]~~ sequences from the second data structure, including successively playing the audio sequences and initiating game-related events pre-associated with the respective audio sequences in response to ~~detecting the respective markers~~ detecting the position among the audio sequences corresponding to each respective marker in the first data structure.
16. (Original) The method of claim 15, wherein the memory structure includes an association table having the markers and the events associated with the respective markers, and
further including referring to the association table to identify the events to be initiated in response to detecting the respective markers.
17. (Previously Presented) The method of claim 15, wherein each event is selected from a group consisting of playback of another audio file, presentation of a bitmap (.BMP) file playback of an animation file, and activation of a mechanical feature.
18. (Original) The method of claim 15, wherein at least one of the events includes an animation sequence involving movements of a character's mouth.
19. (New) The method of claim 15, wherein the event includes presentation of closed captioning that uses the markers to synchronize with the playing of the audio sequences.
20. (New) The method of claim 15, wherein the event includes presentation of sign language that uses the markers to synchronize with the playing of the audio sequences.

21. (New) A method of conducting a wagering game, comprising:
- accessing a single audio file associated with the wagering game, the audio file including a marker and an audio sequence;
 - reading the marker from the audio file, the marker identifying a position in the audio sequence at which a game related event is to be initiated;
 - playing the audio sequence; and
 - detecting the position in the audio sequence corresponding to the marker and initiating the game-related event corresponding to the marker.
22. (New) A method of conducting a wagering game, comprising:
- accessing a single audio file associated with the wagering game, the audio file including a first data structure that defines a cue point, a second data structure that defines an audio sequence, and a third data structure that defines an association table, the association table associating a cue point with a game-related event;
 - reading the cue point from the first data structure in the audio file, the cue point identifying a position in the audio sequence at which the game related event is to be initiated;
 - playing the audio sequence; and
 - while playing the audio sequence, detecting the position in the audio sequence corresponding to the cue point, accessing the association table to determine the game related event associated with the cue point, and initiating the game related event as specified in the association table.